

CASTLE ITTER

— THE STRANGEST BATTLE OF WWII —

DEFENDER ATTRIBUTES

Inspire [I], Page 11

- A Defender with the Inspire attribute provides an additional die to any Defender in the same location that is taking an Attack action.
- A Defender with the Inspire attribute provides an extra Suppression token to any Defender in the same location that is taking a Suppress action.
- The Defender with the Inspire attribute cannot be Exhausted and cannot have a Disrupted token to grant these benefits.



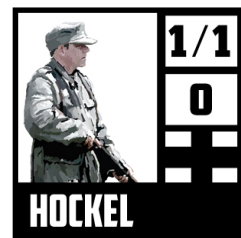
Low Morale [M], Page 11

- Any time a Defender that is in the same location as a Defender with the Low Morale attribute becomes a casualty, the Defender with the Low Morale attribute is also removed from the game board and treated as a casualty.



Wehrmacht Officer [O], Page 11

- When a Defender with the Wehrmacht Officer attribute is in the same location as a Defender with the Low Morale attribute, you ignore the effects of the Low Morale attribute.



Reinforcements [R], Page 11

- Keep the three Defenders with the Reinforcements attribute separate from the other Defenders at the beginning of the game.
- When the SS Card titled “Reinforcements” is revealed, the three Defenders with the Reinforcements attribute are placed in the Defenders supply.
- You can move the Defenders with the Reinforcement attribute from the Defenders supply to a combat position and then take an action.



Sacrifice [S], Page 11

- If Gangl is in the same location as a Defender with the Inspire attribute, and the Defender would become a casualty for any reason, you can remove Gangl from the game instead and ignore the effect on the Defender with Inspire.



Tank Crew [T], Page 12

- Defenders with the Tank Crew attribute can make use of the five special combat positions on the game board marked with [T].
- Four of the combat positions are in the Besotten Jenny location, and the fifth one is in the Gate House location.

